SNSP-ER-AUS

R-TYPE III™

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

IREM CORPORATION

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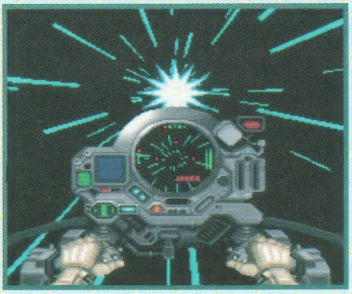
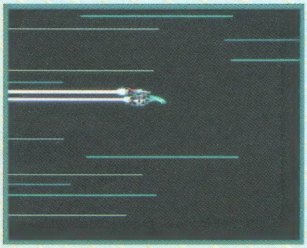
BYDO RET

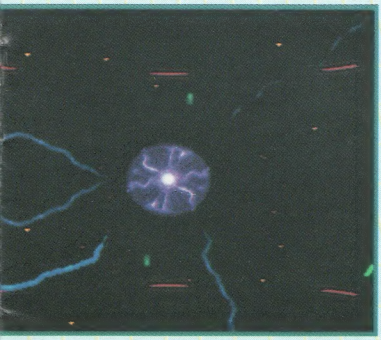
The dark forces of the BYDO Empire threaten humanity yet again, with more powerful weapons than ever. Over the past few years, they have crept close to Earth, building hidden bases for their fleets. The Earth Science Center had believed that all of the BYDO Empire was destroyed. Now they know that somewhere a BYDO mother ship carries the remnants of that foul civilization. Earth will be overthrown unless the latest R-series vessel, the R-90, can



URNS!

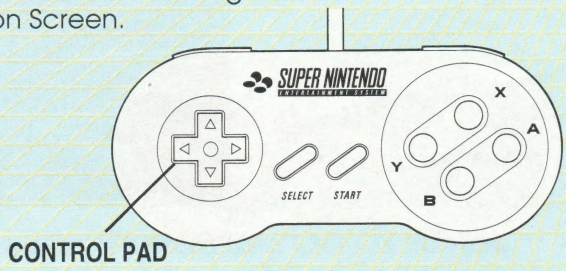


defeat BYDO's armies. Equipped with the mighty Round, Shadow, or Cyclone Forces of power, the R-90 can warp into different dimensions and meet the enemy ships and ground troops on an equal basis. As Caption of the R-90, you must seek out the mysterious mother ship and destroy it to save humanity.



CONTROLLER

The Buttons are described below in their original settings. You can change a Button's function in the Option Screen.



CONTROL PAD ....To move the R-90 around the screen, use the Control Pad.

A & B BUTTONS....To attach a Power Unit to the R-90, or to separate it from the R-90, press A or B.

X BUTTON.....Push X to continuously fire your weapons.

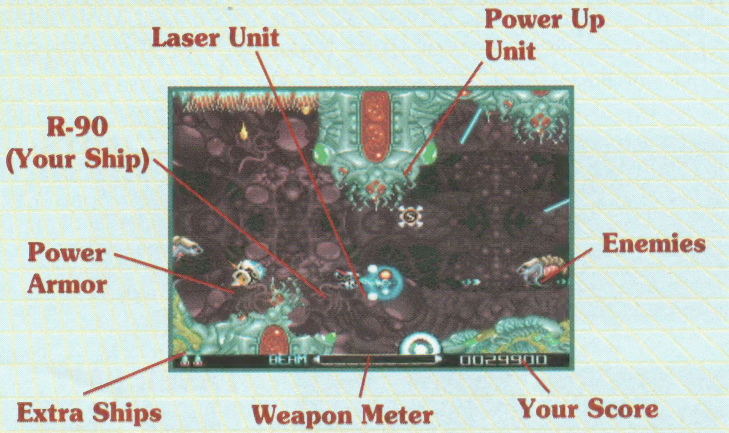
Y BUTTON.....Press Y to charge the Weapon Meter so you can fire the Super Power and Hyper Drive Beams (See Page 13).

L & R BUTTONS ...To switch the Weapon Meter between Super Power and Hyper Drive modes, push R. The L Button is not used in this game.

START BUTTON.....To begin your mission, push Start.

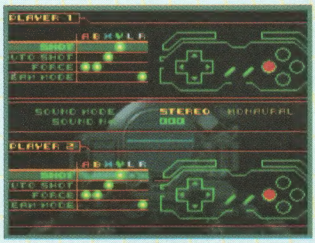
SELECT BUTTON...The Select Button is not used in this game.

SCREEN VIEW



MODE SELECTION

On the Title Screen, you are given three selections: 1-Player, 2-Player, and Option. Use the Control Pad to move the cursor to your choice and push Start. Choose 1-Player to face the challenge alone, or 2-Player to compete with a friend. To change the function of the Buttons, select Option.

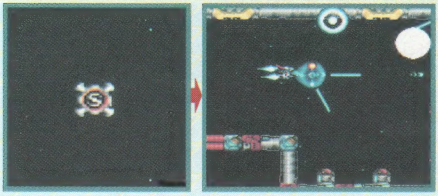


In the Option screen, change Button functions. You can also change second player's Button functions here.

In 2-Player mode, one player alone pilots the ship until he loses a life, then the other player starts.

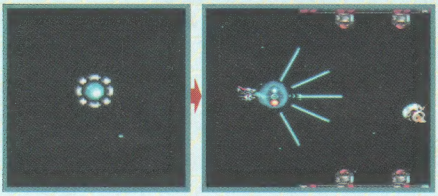
POWER UNITS

When you destroy Power Armor, a Power Unit will appear. Collect Power Units to boost the strength or change the capabilities of your R-90.



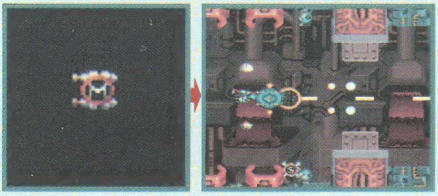
SPEED UNITS

Each of the first five Speed Units you collect will increase your ship's speed. Once you have five, though, gathering Speed Units will no longer increase your velocity.



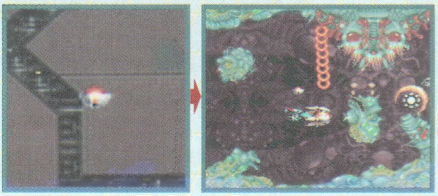
LASER UNIT

When attached to the R-90, Laser Units fire beams and block shots. Laser Units are red, blue, or yellow, and the color determines the type of Force Laser beam you can fire.



PURSUIT UNIT

Missiles launched with the Pursuit Unit locate enemies and track them down. These missiles are hard to throw off, and they explode on contact. Press Y to launch them.



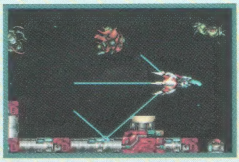
PIT UNIT

These units will not physically attach to the R-90, but they will stay close to defend you. Pit Units circle around the ship, protecting it from enemy lasers and other weapons.

FORCE LASERS

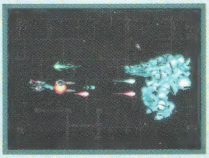
Select Round, Shadow or Cyclone Force before beginning the game. As you collect Laser Units, you will be able to fire force Lasers. The type of Force you choose and the color of Laser Unit you collect determine which Force Laser you can fire (see Pages 10-12). You must have two or more Laser Units to get a Force Laser.

To shoot forward, attach the Laser Unit in front.

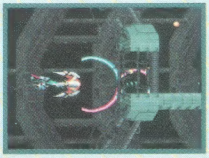


Attach the Laser Unit to the rear of the ship to fire backwards.

ONE UNIT



TWO UNITS

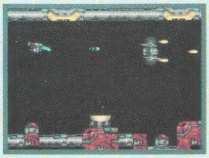


THREE UNITS

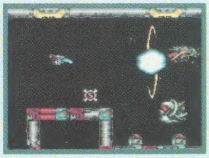
SEPARATE ATTACK

When separated, the Laser Unit functions differently depending on the type of Force selected. Round: Unit fires in five directions at once. Shadow: Unit shoots in three directions. Cyclone: Unit becomes a shield, destroying what it touches.

ROUND



SHADOW



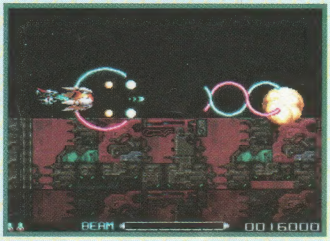
CYCLONE

TYPE 1 - ROUND FORCE

The technology of the Round Force is based on BYDO life forms. It is the weakest of the three Forces. The three types of Round Force Lasers are Chain, Mirror, and Sweep. To change from one of these lasers to the other, collect a Laser Unit with the appropriate color, as indicated below.

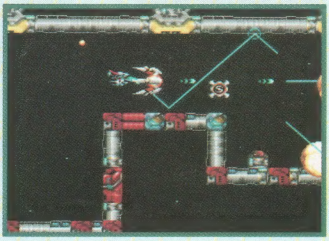
CHAIN LASER

Collect red Laser Units to fire the Chain Laser. The beam is transmitted in a circular pattern centered around your ship.



MIRROR LASER

Shooting out in three directions, the Mirror Laser continues to function after striking an obstacle. Get blue Laser Units.



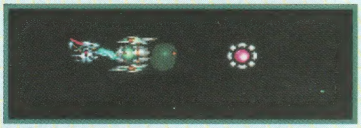
SWEEP LASER

Collect yellow Laser Units to get the Sweep Laser. Its beams run over and around obstacles, seeking out enemies.

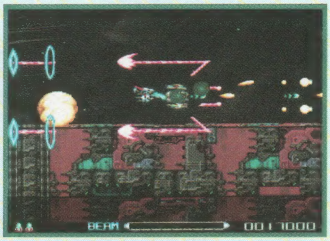
TYPE 2 - SHADOW FORCE

This is the first type of Force to be developed by Earth scientists without using BYDO technology. The three types of Shadow Force Lasers are: Reverse, Shadow, and Strafe. With the Shadow Force Laser, a special unit appears and automatically fires on your enemies.

REVERSE LASER



To get this weapon, collect red Laser Units. You'll be able to fire laser beams behind you to catch enemies off guard.

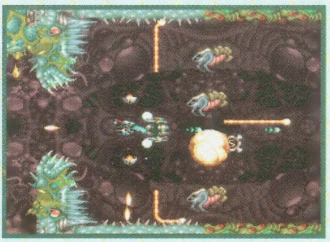


SHADOW LASER

When you collect a blue Laser Unit, an extra unit appears and shoots at your enemies. You can still fire from the R-90.

STRAFE LASER

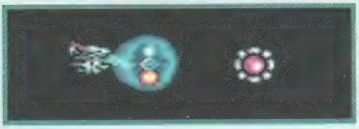
Like the Sweep Laser, this shoots a beam that flows along the terrain, wiping out enemies. Collect yellow Laser Units.



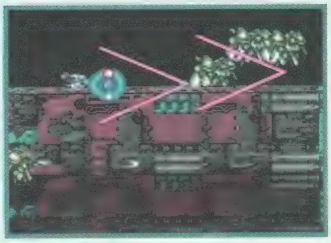
TYPE 3-CYCLONE FORCE

The three Cyclone Lasers are: Pierce, Ring, and Capsule. When you are using Cyclone Force, the Laser Unit is a mighty weapon when it is attached. When it is separated, the Laser Unit changes shape and functions like a shield, protecting you from enemy fire.

PIERCE LASER

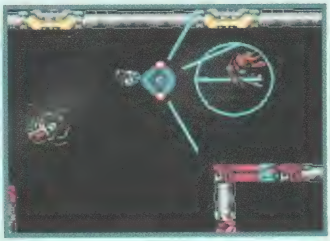


This laser beam moves through objects, but gets weaker as it goes. Collect the red Laser Unit to get it.

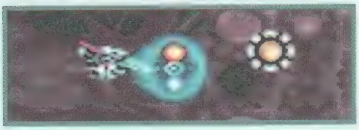


WAVE LASER

This beam expands in a ring when it strikes objects and destroys all enemies it meets. Pick up blue Laser Unit.



CAPSULE LASER



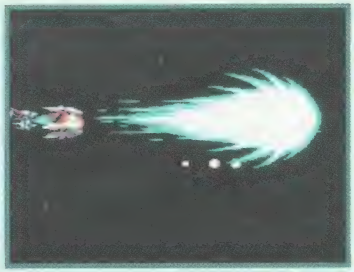
When your second Laser Unit is yellow, one Capsule Laser will appear. Get a third yellow Laser Unit for two Capsules.

SPECIAL WEAPONS

To use the Super Power Beam or the Hyper Drive Beam, you must charge the Weapon Meter. Only one of these beams can be used at a time. The R-90 can still fire its standard laser after you've charged the Weapon Meter.

SUPER POWER BEAM

The Weapon Meter is at the bottom of the screen and has two levels. Press and hold Y to charge the blue level. When done, it turns orange and begins filling again. Once the meter has turned orange, you can fire the Super Power Beam by releasing Y. The higher the meter, the more powerful the beam. Press Y to recharge at any time.



HYPER DRIVE BEAM

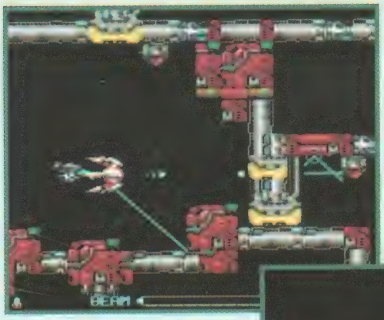
Charge the Weapon Meter in the same way for the Hyper Drive Beam as you do for the Super Power Beam. Release Y to fire. The Hyper Drive Beam can only fire when both levels of the meter are full. After you shoot the Hyper Drive Beam once, you must wait a few seconds. Press Y to recharge the meter.

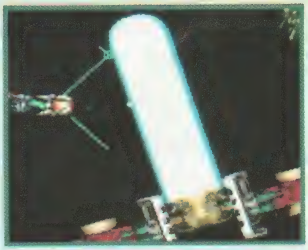
THE STAGES

To save Earth, you will need to hunt down and destroy the BYDO forces throughout a total of six stages. All of the stages are shown below. For glory and humanity, you'll be battling the nastiest fighters of the galaxy in crumbling factories, maza-like caves, and the black night of space!

STAGE 1

In the first stage, you will be journeying through the galaxy seeking out your enemies. Stay on your toes to avoid the tons of space junk adrift between planets. You can pick up many types of defense systems in this stage.



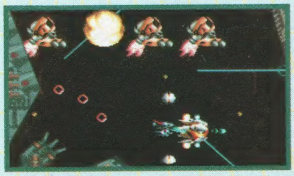


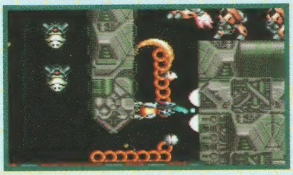
STAGE 2

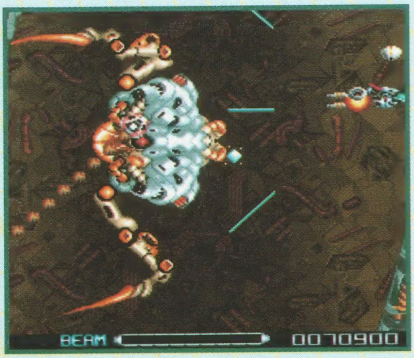
Your ship is swallowed by a gigantic creature of acid in Stage 2. Inside, highly toxic acid drips down to create obstacles and clear pathways for you–don't let it touch the R-90. You must destroy walls that suddenly appear.

STAGE 3

Stage 3 is a vast machine large enough for you to pilot your ship through. It is like a metal cave filled with enemies and traps. You can move through this stage in both diagonal and horizontal directions.

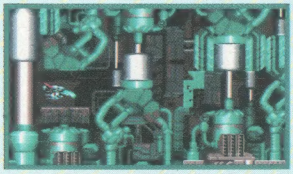


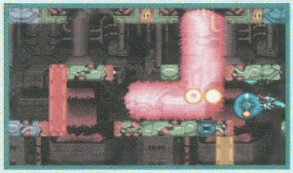


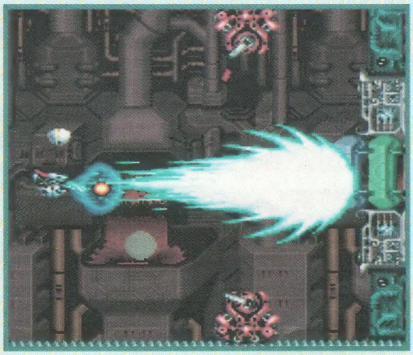


STAGE 4

Now you must navigate through a Steel Factory in full production. One of the greatest dangers is molten metal pouring onto your ship. Other dangers are walls that slam together without warning and enemy space ships.

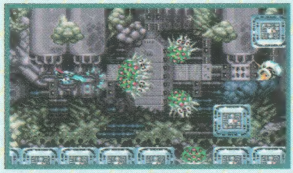


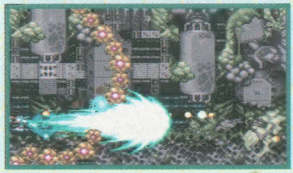


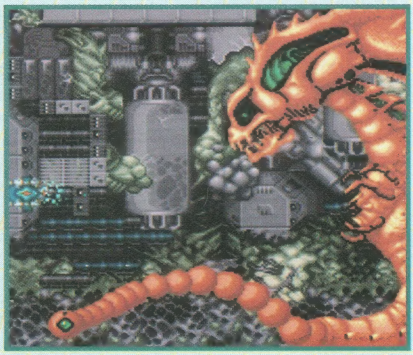


STAGE 5

This is a Bio Lab filled with mutant creatures that were once harmless insects. Now they are transforming constantly into unreal monsters of destruction. Some of these revolting bugs have already escaped to other levels.

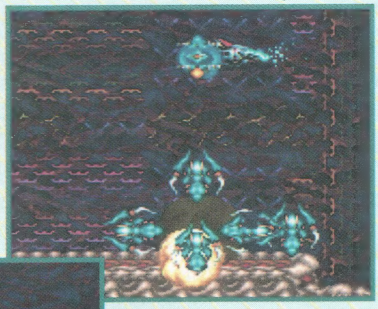


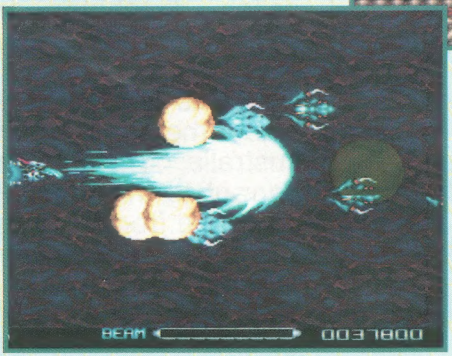


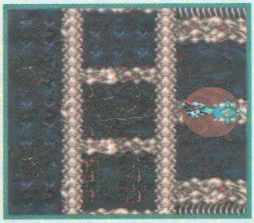


STAGE 6

Suddenly you warp into the Galaxy of Abyss - a frightful dimension of nightmare and hideous foes. Your ultimate challenge will be to defeat Mother BYDO. After that, your destiny is shrouded in mystery.







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